

CATAN

SCENARIO THE HELPERS™

Meet your new best friends on the island of Catan! They generously share their specialized skills and expertise to help you develop your fledgling communities into thriving cities.

This scenario is suitable for use with CATAN, *CATAN – Seafarers*, and their 5-6 player extensions.

SCENARIO RULES

When you play with *CATAN – The Helpers*, the rules in your CATAN game or expansion apply except where noted.

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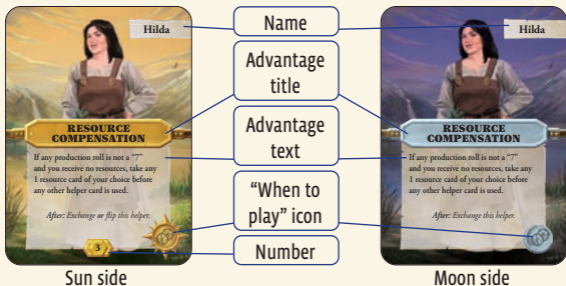
CATAN – The Helpers contains:



12 double-sided helper tiles

HELPER TILES

All helper tiles have a sun side and a moon side, each with the following elements:



SET-UP

Set up your CATAN game board as usual. Then, prepare the helper tiles and take your starting helper as follows:

Preparing the Helper Tiles

Sort all the helper tiles sun side up. Then, starting with helper 1 (Asla), take the number of helpers equal to the number of players. Stack them, sun side up, in descending order (lowest number on the bottom, highest on the top). These tiles form the starting stack.

Example: With 3 players, take helpers 1, 2, and 3.

With 6 players, take helpers 1, 2, 3, 4, 5, and 6.

Shuffle **all** the remaining helpers and randomly pick as many additional helpers as you have players.

Place the additional helpers beside the board to form a display. Helpers in the display always face sun side up.

Remove the unselected helpers from the game. Each time you play, you may have a different mix of helpers.

Example of Set-up for 4 players:



Starting stack



The display



Out of the game

Variante: Use all 12 helpers if you like, even if you have fewer than 6 players. Doing so will add some complexity to the game.

Take Your First Helper

During the CATAN set-up phase, take the topmost helper from the starting stack immediately after you place your second settlement and road.

IMPORTANT: *Any time you take a helper, place it sun side up in front of yourself.*

USING THE HELPERS

It is important to remember that you will always have one helper in front of you during the game.

Using a Helper's Advantage

Each helper has a special advantage summarized on the tile. You can only play a helper (activate its advantage) one time on your own turn, with some exceptions.

Each helper tile has an icon that indicates when you can play it. The icon is located inside the sun or moon in the lower right corner of the tile.



1x One time during your turn



Immediately after any production is complete

Immediately after using your helper's advantage, you have one or two options (depending on which side of your helper is facing up):



Exchange: Return the helper to the display and select a new one.



Flip: Keep the helper and flip it from the sun side to the moon side for use on another turn.

Example 1: You have Hilda moon side up and you use her advantage. You **must** return Hilda to the display and select a helper. Place the new helper sun side up in front of you.



Example 2: You have Hilda sun side up and use her advantage. You could exchange her, but you'd like to keep her so you can use her advantage again. Flip Hilda over to her moon side to use her on a later turn.



PROHIBITIONS

- You can never play a helper during the turn you receive it.
- If you use the classic 5-6 player *Special Building Phase* rule, you can't play a helper during that phase. If you use the new 5-6 *Paired Player* rules, player 2 can play a helper during their portion of the paired turn.

THE HELPERS

The following pages have full descriptions and examples of all the helpers and their advantages. The text on each helper tile is a summary of these advantages.

1x



FORCED TRADE

ASLA is a self-assured healer. Her extraordinary skills provide people with crucial aid in times of great distress.

Choose 1 resource type. Request this resource from 1 or 2 players, one after the other. If they have that resource, they must give you 1. For each resource you receive, give them 1 resource of your choice in return. You can return the same resource if you wish.

Example: You choose ore as your 1 resource. First, you request it from the Red Player. She gives you 1 ore, and you give her 1 wheat. Next, you request ore from the Blue Player. He gives you 1 ore, and you give him 1 ore back.

1x



MAKESHIFT ROAD BUILDING

YNGVI is a freethinker who is a fountain of new ideas. With his help, the impossible can become a reality.

When you build a road, you may substitute 1 lumber or 1 brick with any 1 other resource of your choice.

Example: You want to build a road but have no brick. So you pay 1 lumber and 1 wool instead (or 2 lumber if you prefer).

RESOURCE COMPENSATION

HILDA is an admired cook. She only needs a few ingredients to prepare a tasty stew and never leaves anyone hungry.



Use immediately after **any player's** production roll. If the roll is not a “7” and you receive no resources, take any 1 resource card of your choice from the supply.

Example: The production roll for the turn is an “8.” However, you have no settlements or cities on an “8” hex, so you receive no resources. You play Hilda to take 1 resource of your choice from the supply. Then exchange or flip her before the turn proceeds.

MOVE A ROAD

HÖGNI the shipbuilder is a highly gifted craftsman. Rumor has it he never puts down his ax—not even when he sleeps.



You may remove 1 of your end roads and place it in another location per standard CATAN rules.

Example: An “end road” means 1 end does not connect to any of your own pieces. The roads outlined here in white are end roads.



PROTECTION FROM THE “7”

THOROLF is a charismatic leader. As the supreme judge, he ensures that Catan is safe and prosperous.

Use when any player rolls a “7.” You **MUST** immediately use Thorolf’s advantage. If you have more than 7 resources, do not return half to the supply. If you have 7 or fewer resources, take any 1 resource of your choice from the supply. Then exchange or flip him before the turn proceeds.



DEVELOPMENT CARD CHOICE

DIARA has a cheerful character that fills the inhabitants’ hearts with joy and encourages them to do great deeds.

When you buy a development card, you may substitute 1 of the 3 resources with any 1 other resource of your choice. After paying, look at the top 3 development cards in the stack. Keep 1 and shuffle the other 2 into the deck.

Example: You want to buy a development card but have no ore. So you pay 1 wool, 1 grain, and 1 brick instead. Then you look at the top 3 cards, take 1, and reshuffle the rest.

TAKE CARD FROM LEADER

RYAN *is a peace-loving leader who always tries to mediate disputes and ensure justice.*



After your production roll has been resolved (all resources given out), you may choose 1 opponent who has more victory points than you. Look at their hand of resource cards and take 1 of your choice.

ASSIGN KNIGHT TO BUILDING

GREGOR *is an educated and experienced man. His enlightened ideas help the community to steady progress.*



You may discard (place out of the game) 1 of your face-up knight cards to choose 1 of the following actions:

- **Build a settlement** for 1 lumber + 1 brick.
- **Build a city** for 2 ore + 1 grain.

Example: You have 2 knights that you have previously played. You want to build a city but don't have enough grain. You discard 1 of the knights and pay 2 ore + 1 grain to build a new city. This knight is no longer counted toward your total for the Largest Army.



2:1 TRADE FRENZY

STINA is a determined fighter who never surrenders. She's famous for helping deserving people get a second chance.

Choose 1 type of resource and exchange it a ratio of 2:1 as many times as you like—all at once. This advantage is NOT a 2:1 for the entire turn.

Example: You choose “brick” as the resource. Then you make three 2:1 trades with 6 brick for 1 wool, 1 grain, and 1 ore. Then exchange or flip Stina before your turn proceeds.



CHASE ROBBER TO DESERT

DIGUR is a gigantic, famous and feared warrior. He resolutely confronts robbers and all enemies of Catan.

You may move the robber to the desert. If you do, you receive 1 resource of the type produced by the terrain hex that the robber left. You can play Digur before or after resolving your production roll. If the robber is in the desert, you cannot play Digur.

Example: The robber is blocking your “8” fields hex. Before you roll the dice on your turn, you play Digur, move the robber to the desert, and take 1 grain from the supply.

TAKE ROBBER'S RESOURCE

KAJA is a brave and loyal friend.
You can count yourself lucky if you win her favor.



Take 1 resource card from the supply that match the terrain hex that the robber currently occupies. If the robber is in the desert, you can take a resource of your choice from the supply.

Example: The robber is blocking a mountains hex. You play Kaja and take 1 ore from the supply.

DEVELOPMENT CARD SWAP

CARLA is a clever young woman whose skill in multiple languages is an asset for any merchant.



You may place 1 of your unplayed development cards at the bottom of the development card stack and draw 1 from the top. Remember, you cannot play a development card on the turn you receive it (except for a VP card that brings your VP total to 10 or more).

CREDITS



Design: Klaus Teuber

Illustration: Alexandria Neonakis,
Naomi Robinson, and Michael Menzel

Producers: Alex Colón Hernández, Ron Magin, and
Stephanie Newman

Art Direction & Graphic Design: Morgan Dontanville

Special Thanks: Gavin Allister, Arnd Beenen, Sebastian
Castro-Casas, Pete Fenlon, Arnd Fischer, John Hannasch,
Sonja Heinrichsdorff, Antonio Pigafetta (LSKC/39-444),
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and Guido Teuber.

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